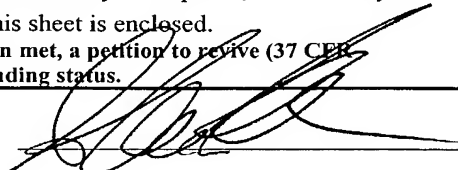


TRANSMITTAL LETTER TO THE UNITED STATES DESIGNATED/ELECTED OFFICE (DO/EO/US) CONCERNING A FILING UNDER 35 U.S.C. 371		3320/FBR U.S. APPLICATION NO. (If known, see 37 CFR 1.5) <div style="font-size: 1.5em; font-weight: bold;">10/089762</div>
INTERNATIONAL APPLICATION NO. PCT/AU99/01191	INTERNATIONAL FILING DATE September 29, 2000	PRIORITY DATE CLAIMED October 1, 1999
TITLE OF INVENTION: Gaming Console and System Having Dynamic Feature Game		
APPLICANT(S) FOR DO/EO/US: Nicholas Luke BENNETT		
Applicant herewith submits to the United States Designated/Elected Office (DO/EO/US) the following items and other information:		
<ol style="list-style-type: none"> 1. <input checked="" type="checkbox"/> This is a FIRST submission of items concerning a filing under 35 U.S.C. 371. 2. <input type="checkbox"/> This is a SECOND or SUBSEQUENT submission of items concerning a filing under 35 U.S.C. 371. 3. <input checked="" type="checkbox"/> This express request to begin national examination procedures (35 U.S.C. 371(f)) at any time rather than delay examination until the expiration of the applicable time limit set in 35 U.S.C. 371(b) and PCT Articles 22 and 39(1). 4. <input checked="" type="checkbox"/> A proper Demand for International Preliminary Examination was made by the 19th month from the earliest claimed priority date. 5. <input checked="" type="checkbox"/> A copy of the International Application as filed (35 U.S.C. 371(c)(2)) <ol style="list-style-type: none"> a. <input type="checkbox"/> is transmitted herewith (required only if not transmitted by the International Bureau). b. <input checked="" type="checkbox"/> has been transmitted by the International Bureau. c. <input type="checkbox"/> is not required, as the application was filed in the United States Receiving Office (RO/US). 6. <input type="checkbox"/> A translation of the International Application into English (35 U.S.C. 371(c)(2)). 7. <input checked="" type="checkbox"/> Amendments to the claims of the International Application under PCT Article 19 (35 U.S.C. 371(c)(3)). <ol style="list-style-type: none"> a. <input type="checkbox"/> are transmitted herewith (required only if not transmitted by the International Bureau). b. <input checked="" type="checkbox"/> have been transmitted by the International Bureau. c. <input type="checkbox"/> have not been made; the time limit for making such amendments has NOT expired. d. <input type="checkbox"/> have not been made and will not be made. 8. <input type="checkbox"/> A translation of the amendments to the claims under PCT Article 19 (35 U.S.C. 371(c)(3)). 9. <input type="checkbox"/> An oath or declaration of the inventor(s) (35 U.S.C. 371(c)(4)). (unexecuted) 10. <input type="checkbox"/> A translation of the annexes to the International Preliminary Examination Report under PCT Article 36 (35 U.S.C. 371(c)(5)). 		
Items 11. To 16. Below concern document(s) or information included:		
<ol style="list-style-type: none"> 11. <input checked="" type="checkbox"/> An Information Disclosure Statement under 37 CFR 1.97 and 1.98. 12. <input type="checkbox"/> An assignment document for recording. A separate cover sheet in compliance with 37 CFR 3.28 and 3.31 is included. (unexecuted) 13. <input checked="" type="checkbox"/> A FIRST preliminary amendment. <input type="checkbox"/> A SECOND or SUBSEQUENT preliminary amendment. 14. <input type="checkbox"/> A substitute specification. 15. <input type="checkbox"/> A change of power of attorney and/or address letter. <input checked="" type="checkbox"/> Other items or information: 1) Preliminary Amendment 		

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JC10 Rec'd PCT/PTO 01 APR 2007

16. <input type="checkbox"/> The following fees are submitted: BASIC NATIONAL FEE (37 CFR 1.492(a) (1) - (5)): Search Report has been prepared by the EPO or JPO.....\$970.00 International preliminary examination fee paid to USPTO (37CFR1.482)or JPO....\$720.00 No International preliminary examination fee paid to USPTO (37 CFR 1.482) but International search fee paid to USPTO (37 CFR 1.445(a)(2))\$790.00 Neither International preliminary examination fee paid to USPTO (37 CFR 1.482)nor International search fee (37CFR1.445(a)(2)) paid to USPTO\$1,070.00 International preliminary examination fee paid to USPTO (37 CFR 1.482) and all claims satisfied provisions of PCT Article 33(1)-(4) \$98.00 ENTER APPROPRIATE BASIC FEE AMOUNT =				CALCULATIONS PTO USE ONLY	
Surcharge of \$130.00 for furnishing the oath or declaration later than <input type="checkbox"/> 20 <input checked="" type="checkbox"/> 30 months from the earliest claimed priority date (37 CFR 1.492(3)).				\$ 970	
Surcharge of \$130.00 for furnishing the oath or declaration later than <input type="checkbox"/> 20 <input checked="" type="checkbox"/> 30 months from the earliest claimed priority date (37 CFR 1.492(3)).				\$ 130	
CLAIMS	NUMBER FILED	NUMBER EXTRA	RATE		
Total claims	61-20 =	41+	X\$18.00	\$ 738.00	
Independent claims	2-3 =	-0	X\$80.00	\$ 0	
MULTIPLE DEPENDENT CLAIM(S) (if applicable)			+ \$260.00	\$ 0	
TOTAL OF ABOVE CALCULATIONS				\$1,838 (calculated upon Preliminary Amendment)	
Reduction of 1/2 for filing by small entity, if applicable. A Small Entity Statement must also be filed (Note 37 CFR 1.9, 1.27, 1.28).				\$	
SUBTOTAL =				\$	
Processing fee of \$130.00 for furnishing the English translation later than <input type="checkbox"/> 20 <input type="checkbox"/> 30 months from the earliest claimed priority date (37 CFR 1.492(f)).				\$	
TOTAL NATIONAL FEE =				\$	
Fee for recording the enclosed assignment (37 CFR 1.21(h)). The assignment must be accompanied by an appropriate cover sheet (37 CFR 3.28, 3.31). \$40.00 per property.				\$	
TOTAL FEES ENCLOSED =				\$	\$
				Charged	\$ 1,838.00
a. <input type="checkbox"/> A check in the amount of \$_____ to cover the above fees is enclosed. b. <input checked="" type="checkbox"/> Please charge my Deposit Account No. <u>50-1290</u> in the amount of <u>\$1,838</u> to cover the above fees. A duplicate copy of this sheet is enclosed. c. <input checked="" type="checkbox"/> The Commissioner is hereby authorized to charge any additional fees which may be required, or credit any overpayment to Deposit Account No. <u>50-1290</u> . A duplicate copy of this sheet is enclosed. NOTE: Where an appropriate time limit under 37 CFR 1.494 or 1.495 has not been met, a petition to revive (37 CFR 1.137(a) or (b)) must be filed and granted to restore the application to pending status.					
SEND ALL CORRESPONDENCE TO: Shahan Islam, Esq. Katten Muich Zavis Rosenman 575 Madison Avenue New York, NY 10022-2585			SIGNATURE:  NAME: <u>SHAHAN ISLAM, ESQ.</u> REGISTRATION NUMBER: <u>32,507</u>		

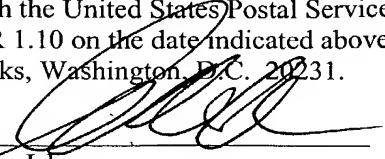
10/089762

JC10 Rec'd PCT/PTO 01 APR 2002

"Express Mail" No.: EY079079509US

Date: April 1, 2002

I hereby certify that this correspondence is being deposited with the United States Postal Service "Express Mail Post Office to Addressee" service under 37 CFR 1.10 on the date indicated above and is addressed to the Commissioner of Patents and Trademarks, Washington, D.C. 20231.


Shahar Islam

3320/FBR/PCT

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Applicant: Nicholas Luke BENNETT :
Serial No.: Unassigned :
(Int'l: PCT/AU 99/01191) :

Examiner: Unassigned

Group Art Unit: Unassigned

Filed: September 29, 2000 (Priority: Oct. 1, 1999) :

For: Gaming Console and System Having :
Dynamic Feature Game :

-----X
Hon. Commissioner of
Patents and Trademarks
Washington, D.C. 20231
Box PCT

PRELIMINARY AMENDMENT

Sir:

Prior to examination on the merits, please amend the above-identified application as follows:

IN THE SPECIFICATION

Please amend the text of the specification following heading "Description of the Prior Art" as shown in the Appendix and in "clean form" below:

Gaming or poker machines have been well known for many years and have more recently gained considerable popularity, with quite substantial amounts of money wagered on these machines. There is a growing tendency for State or National Governments to

legalise the use of gaming machines by licensing operators, with resulting revenue gains through license fees and taxation of monies invested. The licensed operation of gaming machines is the subject of State legislation and regulation. This regulation most always dictates a minimum percentage payout for a gaming machine. For example, a minimum of 85% of monies invested must be returned as winnings, and manufacturers of gaming machines therefore must design their machines around these regulatory controls.

IN THE CLAIMS:

Please cancel claims 2, 4, 5, 12, 13, 30, 39, 43, 46, 48, 49, 56, 57, 62, 74, 83 and 87 and amend claims 1, 8, 15, 16, 17, 21-29, 31-38, 40-42, 45, 52, 59-61, 65-73, 75-82, 84-86 and 88 as shown in the appendix in mark-up form and in clean form herein.

IN THE CLAIMS:

Please accept the following claims in re-written “clean” format.

1. (Amended) A gaming console comprising a display means, and game control means arranged to control images displayed on the display means, the game control means being arranged to play a first game displayed on the display means and, if a winning combination results, the console pays a prize, the console being characterized in that the game control means comprises a dynamic game feature whereby a feature game occurs upon a first trigger condition of the first game, and wherein a second trigger condition influences one or more gameplay aspects of the feature game such as to alter the likelihood of occurrence of at least one possible outcome of a set of possible outcomes of the feature game.

8. (Amended) The gaming console as claimed in claim 1 wherein the second trigger condition arises during the first game.

15. (Amended) The gaming console as claimed in claim 1 wherein the first game is a bonus game which has come about during play on the console.

16. (Amended) The gaming console as claimed in claim 1 wherein the second trigger condition arises within a bonus game which has come about during play of the console.

17. (Amended) The gaming console as claimed in claim 1 wherein the second trigger condition arises within a bonus game which has been triggered by the first trigger condition that has arisen during play of the first game.

21. (Amended) The gaming console as claimed in claim 1 wherein the second trigger condition alters the probability of occurrence of a winning outcome of the feature game.

22. (Amended) The gaming console as claimed in claim 1 wherein the second trigger condition alters the value of an available prize prior to or during gameplay of the feature game.

23. (Amended) The gaming console as claimed in claim 1 wherein the second trigger condition alters the number of winning opportunities in the feature game.

24. (Amended) The gaming console as claimed in claim 1 wherein the second trigger condition alters a total number of possible outcomes of the feature game.

25. (Amended) The gaming console as claimed in claim 1 wherein the second trigger condition alters the interaction of the feature game with other games.

26. (Amended) The gaming console as claimed in claim 1 wherein the second trigger condition alters the interaction of the feature game with other consoles in a distributed network of gaming machines including the console.

27. (Amended) The gaming console as claimed in claim 1 wherein more than one type of first trigger condition may occur in the first game, and wherein a corresponding one of a plurality of feature game types occurs depending on which type of first trigger condition arises.

28. (Amended) The gaming console as claimed in claim 1 wherein repeated occurrences of the second trigger condition each influence gameplay aspects of the feature game.

29. (Amended) The gaming console as claimed in claim 1 wherein the first game is of a style which creates a matrix of symbols and pays prizes for the occurrence of predetermined combinations in the matrix.

31. (Amended) The gaming console as claimed in claim 29 wherein an occurrence of a given symbol in a predetermined position of the matrix constitutes the second trigger condition.

32. (Amended) The gaming console as claimed in claim 29 wherein the first game pays a prize for the occurrence of a winning combination along certain paylines in the matrix, and wherein the occurrence of a winning combination along a predetermined one of said paylines constitutes the first trigger condition.

33. (Amended) The gaming console as claimed in claim 29 wherein the first game pays a prize for the occurrence of a winning combination along certain paylines in the matrix, and wherein the occurrence of a winning combination along a predetermined one of said paylines constitutes the second trigger condition.

34. (Amended) The gaming console as claimed in claim 1 wherein the feature game takes the form of a wheel divided into a number of sectors, some of the sectors indicating a prize, and wherein if gameplay of the feature game concludes with an indicator indicating one of the sectors indicating a prize, the prize indicated by that sector is awarded.

35. (Amended) The gaming console as claimed in claim 34 wherein gameplay of the feature game comprises spinning of the wheel.

36. (Amended) The gaming console as claimed in claim 34 wherein gameplay of the feature game comprises movement of an indicator circumferentially around the wheel.

37. (Amended) The gaming console as claimed in claim 34 wherein occurrence of the second trigger condition causes the introduction to the feature game of an additional indicator.

38. (Amended) The gaming console as claimed in claim 34 wherein occurrence of the second trigger condition causes a prize to be added to a blank sector of the wheel.

40. (Amended) The gaming console as claimed in claim 34 wherein occurrence of the second trigger condition provides an opportunity for the player to pay to add winning sectors to the wheel.

41. (Amended) The gaming console as claimed in claim 1 wherein the feature game takes the form of one of a board game, a game of dice, a bingo game, and a spinning reel game.

42. (Amended) The gaming console as claimed in claim 41 wherein the feature game is a board game and occurrence of the second trigger condition causes a prize to be added to a blank segment of the board game.

45. (Amended) A gaming system comprising at least one display means, and game control means arranged to control images displayed on each display means, the game control means being arranged to play a first game displayed on each display means and, if a winning combination results, the gaming system pays a prize, the gaming system being characterised in that the game control means comprises a dynamic game feature whereby a feature game occurs upon a first trigger condition of the first game, and wherein a second trigger condition influences one or more gameplay aspects of the feature game such as to alter the likelihood of occurrence of at least one possible outcome of a set of possible outcomes of the feature game.

52. (Amended) The gaming system as claimed in claim 45 wherein the second trigger condition arises during the first game.

59. (Amended) The gaming system as claimed in claim 45 wherein the first game is a bonus game which has come about during play on the console.

60. (Amended) The gaming system as claimed in claim 45 wherein the second trigger condition arises within a bonus game which has come about during play of the console.

71. (Amended) The gaming system as claimed in claim 45 wherein more than one type of first trigger condition may occur in the first game, and wherein a corresponding one of a plurality of feature game types occurs depending on which type of first trigger condition arises.

72. (Amended) The gaming system as claimed in claim 45 wherein repeated occurrences of the second trigger condition each influence gameplay aspects of the feature game.

73. (Amended) The gaming system as claimed in claim 45 wherein the first game is of a style which creates a matrix of symbols and pays prizes for the occurrence of predetermined combinations in the matrix.

75. (Amended) The gaming system as claimed in claim 73 wherein an occurrence of a given symbol in a predetermined position of the matrix constitutes the second trigger condition.

76. (Amended) The gaming system as claimed in claim 73 wherein the first game pays a prize for the occurrence of a winning combination along certain 'paylines' in the matrix, and wherein the occurrence of a winning combination along a predetermined payline constitutes the first trigger condition.

77. (Amended) The gaming system as claimed in claim 73 wherein the first game pays a prize for the occurrence of a winning combination along certain 'paylines' in the matrix, and wherein the occurrence of a winning combination along a predetermined payline constitutes the second trigger condition.

78. (Amended) The gaming system as claimed in claim 45 wherein the feature game takes the form of a wheel divided into a number of sectors, some of the sectors indicating a prize, and wherein if gameplay of the feature game concludes with an indicator indicating one of the sectors indicating a prize, the prize indicated by that sector is awarded.

79. (Amended) The gaming system as claimed in claim 78 wherein gameplay of the feature game comprises spinning of the wheel.

80. (Amended) The gaming system as claimed in claim 78 wherein gameplay of the feature game comprises movement of an indicator circumferentially around the wheel.

81. (Amended) The gaming system as claimed in claim 78 wherein occurrence of the second trigger condition causes the introduction to the feature game of an additional indicator.

82. (Amended) The gaming system as claimed in claim 78 wherein occurrence of the second trigger condition causes a prize to be added to a blank sector of the wheel.

84. (Amended) The gaming system as claimed in claim 78 wherein occurrence of the second trigger condition provides an opportunity for the player to pay to add winning sectors to the wheel.

85. (Amended) The gaming system as claimed in claim 45 wherein the feature game takes the form of one of a board game, a game of dice, a bingo game, and a spinning reel game.

86. (Amended) The gaming system as claimed in claim 85 wherein the feature game is a board game and occurrence of the second trigger condition causes a prize to be added to a blank segment of the board game.

88. (Amended) The gaming system as claimed in claim 85 wherein the feature game is a board game and occurrence of the second trigger condition provides an opportunity for the player to pay to add winning segments to the board.

REMARKS

The above amendments are being submitted, without waiver of subject matter. The primary goal is to singularize the dependencies of the claims and conform them more to U.S. practice.

Respectfully submitted

Shahan Islam (Reg. No. 32,507)

Dated: April 1, 2002
Katten Munich Zavis Rosenman
575 Madison Avenue
New York, NY 10022
Tel. (212) 940-8564
Attorney Docket No. 3320/FBR

APPENDIX

Version with markings to show changes made

A marked up version of the 1st paragraph of the specification following the heading
“Description of the Prior Art” as follows

Gaming or poker machines have been well known [in the states of New South
Wales] for many years and have more recently gained considerable popularity [throughout
Australia], with quite substantial amounts of money wagered on these machines. There is a
growing tendency for State or National Governments to legalise the use of gaming
machines by licensing operators, with resulting revenue gains through license fees and
taxation of monies invested. The licensed operation of gaming machines is the subject of
State legislation and regulation. This regulation most always dictates a minimum
percentage payout for a gaming machine. For example, a minimum of 85% of monies
invested must be returned as winnings, and manufacturers of gaming machines therefore
must design their machines around these regulatory controls.

**A marked up version of claims 1, 8, 15, 16, 17, 21-29, 31-38, 40-42, 45, 52, 59-61, 65-
73, 75-82, 84-86 and 88 as follows:**

CLAIMS:

1. A gaming console [including] comprising a display means, and game control means
arranged to control images displayed on the display means, the game control means being
arranged to play a first game displayed on the display means and, if a winning combination
results, the console pays a prize, the console being characterised in that the game control

means [includes] comprises a dynamic game feature whereby a feature game occurs upon a first trigger condition of the first game, and wherein a second trigger condition influences one or more gameplay aspects of the feature game such as to alter the likelihood of occurrence of at least one possible outcome of a set of possible outcomes of the feature game.

8. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition arises during the first game.

15. The gaming console as claimed in [any preceding] claim 1 wherein the first game is a bonus game which has come about during play on the console.

16. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition arises within a bonus game which has come about during play of the console.

17. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition arises within a bonus game which has been triggered by the first trigger condition that has arisen during play of the first game.

21. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition alters the probability of occurrence of a winning outcome of the feature game.

22. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition alters the value of an available prize prior to or during gameplay of the feature game.

23. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition alters the number of winning opportunities in the feature game.

24. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition alters a total number of possible outcomes of the feature game.

25. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition alters the interaction of the feature game with other games.

26. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition alters the interaction of the feature game with other consoles in a distributed network of gaming machines including the console.

27. The gaming console as claimed in [any preceding] claim 1 wherein more than one type of first trigger condition may occur in the first game, and wherein a corresponding one of a plurality of feature game types occurs depending on which type of first trigger condition arises.

28. The gaming console as claimed in [any preceding] claim 1 wherein repeated occurrences of the second trigger condition each influence gameplay aspects of the feature game.

29. The gaming console as claimed in [any preceding] claim 1 wherein the first game is of a style which creates a matrix of symbols and pays prizes for the occurrence of predetermined combinations in the matrix.

31. The gaming console as claimed in claim 29 [or claim 30] wherein an occurrence of a given symbol in a predetermined position of the matrix constitutes the second trigger condition.

32. The gaming console as claimed in [any one of] claim 29 [to 31] wherein the first game pays a prize for the occurrence of a winning combination along certain paylines in the matrix, and wherein the occurrence of a winning combination along a predetermined one of said paylines constitutes the first trigger condition.

33. The gaming console as claimed in [any one of] claim 29 [to 32] wherein the first game pays a prize for the occurrence of a winning combination along certain paylines in the matrix, and wherein the occurrence of a winning combination along a predetermined one of said paylines constitutes the second trigger condition.

34. The gaming console as claimed in [any preceding] claim 1 wherein the feature game takes the form of a wheel divided into a number of sectors, some of the sectors indicating a prize, and wherein if gameplay of the feature game concludes with an indicator indicating one of the sectors indicating a prize, the prize indicated by that sector is awarded.

35. The gaming console as claimed in claim 34 wherein gameplay of the feature game [includes] comprises spinning of the wheel.

36. The gaming console as claimed in claim 34 wherein gameplay of the feature game [includes] comprises movement of an indicator circumferentially around the wheel.

37. The gaming console as claimed in [any one of] claim 34 [to 36] wherein occurrence of the second trigger condition causes the introduction to the feature game of an additional indicator.

38. The gaming console as claimed in [any one of] claim 34 [to 36] wherein occurrence of the second trigger condition causes a prize to be added to a blank sector of the wheel.

40. The gaming console as claimed in [any one of] claim 34 [to 36] wherein occurrence of the second trigger condition provides an opportunity for the player to pay to add winning sectors to the wheel.

41. The gaming console as claimed in [any one of] claim 1 [to 33] wherein the feature game takes the form of one of a board game, a game of dice, a bingo game, and a spinning reel game.

42. The gaming console as claimed in claim 41[39] wherein the feature game is a board game and occurrence of the second trigger condition causes a prize to be added to a blank segment of the board game.

45. A gaming system [including] comprising at least one display means, and game control means arranged to control images displayed on each display means, the game control means being arranged to play a first game displayed on each display means and, if a winning combination results, the gaming system pays a prize, the gaming system being

characterized in that the game control means [includes] comprises a dynamic game feature whereby a feature game occurs upon a first trigger condition of the first game, and wherein a second trigger condition influences one or more gameplay aspects of the feature game such as to alter the likelihood of occurrence of at least one possible outcome of a set of possible outcomes of the feature game.

52. The gaming system as claimed in [any one of] claim 45 [to 51] wherein the second trigger condition arises during the first game.

59. The gaming system as claimed in [any one of] claim 45 [to 58] wherein the first game is a bonus game which has come about during play on the console.

60. The gaming system as claimed in [any one of] claim 45 [to 59] wherein the second trigger condition arises within a bonus game which has come about during play of the console.

61. The gaming system as claimed in [any one of] claim 45 [to 58] wherein the second trigger condition arises within a bonus game which has been triggered by the first trigger condition that has arisen during play of the first game.

65. The gaming system as claimed in [any one of] claim 45 [to 64]-wherein the second trigger condition increases the probability of occurrence of a winning outcome of the feature game.

66. The gaming system as claimed in [any one of] claim 45 [to 65] wherein the second trigger condition alters the value of an available prize prior to or during play of the feature game.

67. The gaming system as claimed in [any one of] claim 45 [to 66] wherein the second trigger condition alters the number of winning opportunities in the feature game.

68. The gaming system as claimed in [any one of] claim 45 [to 67] wherein the second trigger condition alters a total number of possible outcomes of the feature game.

69. The gaming system as claimed in [any one of] claim 45 [to 68] wherein the second trigger condition alters the interaction of the feature game with other games.

70. The gaming system as claimed in [any preceding] claim 45 wherein the second trigger condition alters the interaction of the feature game with other systems in a distributed network of gaming systems including the system.

71. The gaming system as claimed in [any one of] claims 45 [to 70] wherein more than one type of first trigger condition may occur in the first game, and wherein a corresponding one of a plurality of feature game types occurs depending on which type of first trigger condition arises.

72. The gaming system as claimed in [any one of] claims 45 [to 71] wherein repeated occurrences of the second trigger condition each influence gameplay aspects of the feature game.

73. The gaming system as claimed [any one of] claims 45 [to 72] wherein the first game is of a style which creates a matrix of symbols and pays prizes for the occurrence of predetermined combinations in the matrix.

75. The gaming system as claimed in [any one of] claims 45 [to 74] wherein an occurrence of a given symbol in a predetermined position of the matrix constitutes the second trigger condition.

76. The gaming system as claimed in [any one of] claims 45 [to 75] wherein the first game pays a prize for the occurrence of a winning combination along certain 'paylines' in the matrix, and wherein the occurrence of a winning combination along a predetermined payline constitutes the first trigger condition.

77. The gaming system as claimed in [any one of] claims 45 [to 76] wherein the first game pays a prize for the occurrence of a winning combination along certain 'paylines' in the matrix, and wherein the occurrence of a winning combination along a predetermined payline constitutes the second trigger condition.

78. The gaming system as claimed in [any one of] claims 45 [to 77] wherein the feature game takes the form of a wheel divided into a number of sectors, some of the sectors indicating a prize, and wherein if gameplay of the feature